Stefan Feld

Notre Dame

Power and machinations in the shadow of the cathedral

OVERVIEW

The players take on the roles of the heads of influential families in Paris at the end of the 14th century. In the shadow of the Notre Dame cathedral, the players compete for prosperity and reputation. Each family controls one of the 3 -5 boroughs that surround the site of Notre Dame. As head of his family, each player tries, through clever use of his action cards, to advance the power and prestige of his family. When he plays an action card, he can add influence in specific sectors of his borough. When he chooses to add to his influence with the bank, he increases his access to money or when he turns his attentions to the residence, his prestige grows directly as a result. Of course, each player must make his own choices to try to gain prestige in his own way. In each round, the players also have the opportunity to hire the services of one of several persons to enhance their prestige or position. On some rare occasions, the best choice is obvious, but often it is not. A successful player will find the right moments to make the best use of his cards and the persons for hire.

The player with the most prestige at the end is the winner.

OVERVIEW

The players take the roles of heads of important Parisian families.

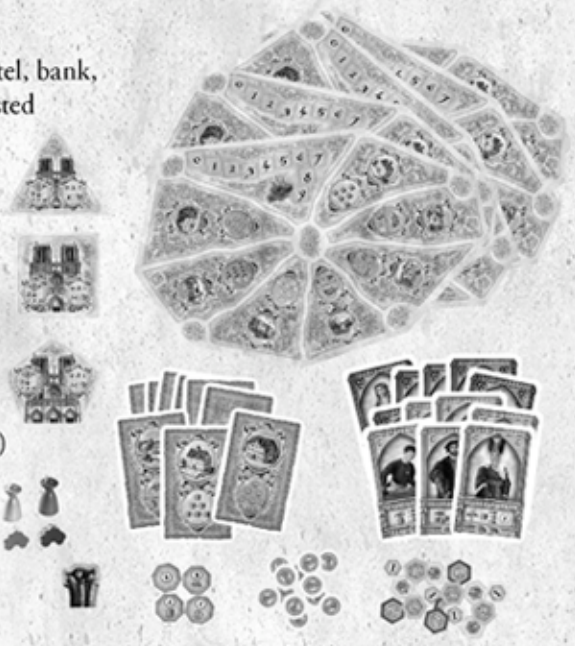
Players use action cards to place influence markers in the various sectors of their boroughs in order to gain money, influence markers, prestige, etc.

Players may also hire the services of special people to help them.

The player with the most prestige points is the winner.

CONTENTS

5 game board sections
3 Notre Dame tiles (one each of three, four, and five sided)
45 action cards (1 each hospital, residence, cloister school, hotel, bank, carriage house, park, Notre Dame, and trusted friend in each of the 5 player colors)
15 person cards (6 brown and 9 gray)
70 influence markers (14 each in the 5 player colors)
5 black markers (rat markers)
5 trusted friends (1 each in the 5 player colors)
5 carriages (1 each in the 5 player colors)
1 bell-ringer (+ plastic stand = start player figure)
20 messages (octagonal; 4 each in the 5 player colors)
25 gold coins
84 prestige tokens (hexagonal: 35 x 1, 18 x 3, 18 x 5, 13 x 10)



When reading these rules for the first time, we recommend you pay no attention to the **bold** *text in the red-bordered area next to the rules. This text should be considered a rule summary to be used by those familiar with the game, but needing a quick reminder of some point during play.*

The game for two players

Preparation
All rules are the same as for the game for 3-5 players, except: use the same board as for four players, but with the Notre Dame tile showing the side with only two man symbols *(= 6 prestige points per period)*. Each player takes one of the four boroughs, but they must be directly opposite. Next, they proceed as descibed on page 2, ""Preparation".
Note: in the two unassigned boroughs, the players place the messages for two unused colors, but do not place a carriage in that color.
When collecting messages, a player must collect all four colors used in the game (the 2 player colors and the 2 others) before collecting a second of any one of the colors, and so on.

Playing the game
All rules are the same as for the game for 3-5 players, except: in the 2nd phase, each player first passes two cards to his opponent, but later will get one back. Thus, each player will have 2 cards of their own color and one of their opponent's.

Use the layout for 4 players, but with a different Notre Dame tile side

players play opposite boroughs place 16 messages (4 x 4)

Each player first passes two cards, but gets one back.

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THE PERSON CARDS

general info for all person cards:



the period for the gray cards (period A, B, or C)

the picture of the person

the service received when one hires the person

rats for plague value

the six brown cards (no letter on the back)



By hiring the **hostess**, the player takes 3 prestige points and *either* a gold coin or 1 influence marker (from the *general* supply) or moves his rat marker one space back.



By hiring the **minstrel**, the player moves *1 - 3* of his influence markers (also including his trusted friend) from *any one* sector in his borough to *any one other* sector in his borough (not Notre Dame). The player does *not* execute the action associated with the new sector.



By hiring the **monk**, the player takes 2 influence markers *and* 1 prestige point from the supply.



By hiring the **fool**, the player moves *any one* of his influence markers (or his trusted friend) from a sector in his borough or Notre Dame to any *other* sector in his borough (but not Notre Dame) and executes the corresponding action.

Example: *Heather hires the fool. She moves 1 of her influence markers from her bank to her carriage house. As she already had 2 influence markers there, she can now move her carriage up to 3 market places and take any message she finds there.*



By hiring the **money lender**, the player takes 2 gold coins *and* 1 prestige point from the supply.



By hiring the **doctor**, the player reduces the plague value *for himself only for this round* (that happens in the next phase) to 0, regardless of its calculated value.
If the player has influence markers and/or his trusted friend in his hospital, he moves his rat marker backward on the rat track by the number of such tokens there.

Example: *the plague value is 2 + 3 + 1 = 6. Kevin hired the Doctor this round and, thus, reduces the plague value for himself to 0. As Kevin also has 1 influence marker and his trusted friend in his hospital, he moves his rat marker back 2 spaces from space 7 to space 5. If he had not hired the Doctor, he would have had to move his rat marker past space 9 (7 + 6 - 2 = 11) and taken the penalties associated with that move.*

PLAYING THE GAME

The game is played over *three periods* (A, B, and C), each of which has *three rounds*. Each of the 9 rounds has *five phases,* played in the order shown below:

Ë **Phase 1: Lay out person cards**
To begin each round, the players lay out (face up) three person cards. Draw the top-most *two* cards from the stack of brown person cards (without letters) and place them face up next to the two card supplies. Place the top-most gray card (with letter) face up next to the two brown cards.

Ë **Phase 2: Choose action cards**
First, each player draws the *top-most three* cards from his action card stack, looks at them and takes *one* in his hand. Then, he passes the other two *face down* to his left neighbor. When all have passed two cards, each player looks at the two cards he was passed, adds *one* to his hand, and passes the other *face down* to his left neighbor. When all players have passed the last, single card, each player adds the card passed to him to his hand.

It is important that a player not look at the card(s) that were passed to him until he has passed the card(s) he was to pass. Also, a player may not pass a card he previously added to his hand, but must pass one of the cards he received from his right neighbor. Players keep the cards in their hands secret from the other players.

Now, each player has three action cards in his hand: one from his own stack of action cards, one from his right neighbors stack of action cards, and one from the neighbor two to his right. From these three cards, the player will choose two cards as actions in phase 3.

Ë **Phase 3: Play action cards**
Beginning with the start player and continuing clockwise around the table, each player chooses *one* action card from his hand, placing it face up in his play area and then executing the action on the card. After each player has played and executed their first action, each (starting again with the start player) repeats this with a second action card from his hand, again in clockwise order.
Note: each player's third action cards is *not* executed. Instead, each player plays his third card together with his second card (under it, on top of the first card he played in the period, so the other players do not see what it is) *without using the action on it.* Finally, the players place the played cards (including the third unused card) face up on a common discard stack. Players may *not* look through the cards in the discard stack!
- The nine different actions are described on page 4.

Ë **Phase 4: Hire a person**
After all players have played their three actions cards (executed two), each player may (again, in clockwise order beginning with the start player) hire any *one* of the three face up persons to perform his special action *once*. The cost to hire each person (regardless of who it is) is *one* gold coin paid to the supply. After paying the gold coin, the player uses the special ability of the hired person. If a player has no coins or does not want to hire a person, he need not do so. Each player may only hire one person once in each round. However, each person may be hired by more than one (even all) player.
- The abilities of the fifteen persons are described on a separate page.

PLAYING THE GAME

The game has three periods of three rounds each and each round has five phases.

Ë **1st Phase:**
lay out 3 person cards: two brown and one gray

Ë **2nd Phase:**
draw three action cards: keep one and pass the other two to your left neighbor

from the two new cards, keep one and pass the other to your left neighbor

now, each player has three different colored cards

Ë **3rd Phase:**
in clockwise order execute two of the three cards

the third action card is played, but not used


the first card


the second and third card together

Ë **4th Phase:**
in clockwise order, hire *one* of the three face up persons, paying one gold coin to the supply and executing the action of the hired person *once*

Ë Phase 5: Determine plague value

In the last phase of each round, the players determine who among them paid attention to the health of those in their borough and who did not. The plague value is summed and each player moves his rat marker along his plague track based on the plague value and any adjustments he is allowed. *Look for more details on page 7: "The Plague".*

At the end of *each* round, the players place the three face up person cards under their corresponding stacks. The start player gives the bell-ringer to his left neighbor, who becomes the new start player. A new round begins. The new round plays the same as the previous: first phase 1, then phase 2, and so on through 3, 4, and 5.

At the end of each *third* round, there is a pause for:

- scoring of the influence markers in Notre Dame *(for the complete explanation, see page 6: "Notre Dame")*;
- shuffling the six *brown* person cards and placing them again face down as a supply;
- sorting all action cards by color and returning them to their owners. Each player shuffles his cards and places them face down in his play area.

GAME END

After the end of the ninth round, the influence markers in Notre Dame are scored and the game ends. The player with the most prestige is the winner. If players tie with the most, the player among them with the most total gold coins and influence markers in their personal supply is the winner.

The action cards

Cloister school: the player executing this card, places one influence marker from *his* supply on the cloister school sector of his borough. Then, he takes from the *general* supply as many of his **influence markers** as he now has **influence markers** on his cloister school sector. He places them in his play area, adding to his supply of influence markers. The influence markers for all players must be visable to all other players.

Shoud a player have insufficient influence markers in the general supply, he takes as many as he can and that is all. He thereby does not get the full affect of the action.

Example: *Peggy slays the cloister school action card and places one influence marker from her play area in he cloister school sector of her borough, giving her now 3 influence markers there. Peggy takes three of her influence markers from the general supply, placing them in her play area.*
If she later places another influence marker in the cloister school, she would be able to take 4 influence markers from the general supply, placing them in her play area.

Bank: the player executing this card, places one influence marker from *his* supply on the bank sector of his borough. Then, he takes from the *general* supply as many **gold coins** as he now has **influence markers** on his bank sector. All players' gold must also be visable to all players

Should there be insufficient gold coins in the supply, use pennies or some other substitute, as there is no piece limit on the gold coins.

Residence: the player executing this card, places one influence marker from *his* supply on the residence sector of his borough. Then, he takes prestige tokens equal to as many **influence markers** on his residence sector.

Contrary to influence markers and gold coins, players do not need to have the amount of prestige tokens (or their values) visable to other players. They should stack them in their play areas so the total is unknown. Players should exchange small valued markers for larger ones from time to time.

Ë 5. Phase:
Determine plague value and move rat markers.

After every round, put the face up person cards under their stacks and move the bell-ringer.

After every three rounds
- **score the influence markers in Notre Dame**
- **shuffle the brown person cards**
- **return the action cards to their owners**

The player with the most prestige points is the winner!



Cloister school:
+ influence markers
(cumulative)



Bank:
+ gold coins
(cumulative)



Resience:
+ Prestige points
(cumulative)

PREPARATION

Before the first game, carefully remove the cardboard parts from their frames. Place the bell-ringer in his platic stand.

Arrange the sections of the **the game board** in the middle of the table as shown below. The Notre Dame tile depends on the number of players:

- 3 players = 3-sided
- 4 players = 4-sided *(with the side showing four figures face up)*
- 5 players = 5-sided

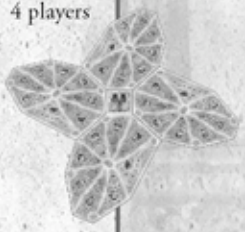


Note: look for the special rules for two players on the last page of these rules.

3 players



4 players



5 players



Next, each player selects one of the **game board sections** as his borough, usually the one closest to where he is seated at the table.
Place unused game board sections and Notre Dame tiles back in the box.

Sort the **prestige point tokens** by their four values and place them along with the **gold coins,** as supplies next to the game board.

Each player chooses a color and takes (in that color):

- the **trusted friend**, which he places in his play area,
- the **carriage**, which he places on the market place in the center of his borough,
- **4 influence markers**, which he places in his play area (as *his* supply). He places the remaining 10 influence markers of his color next to the game board as a *general* supply,
- **4 messages**, which he shuffles face down and then places 1 on each market place at the edges of his borough. Finally, he turns them all face up, and
- **9 action cards** ,which he shuffles and places as a *face down* supply in his play area.

Each player also takes

- **3 gold coins** from the supply, placing them in his play area.
- **1 rat marker**, placing it on space 0 of the plague track (0 to 9) in the harbor in his borough.

Place unused material back in the box.

Prepare the **person cards** in the following manner:

- Shuffle the **6 brown person cards** (which have no letters on their backs) and place as a face down supply next to the game board. Each of these persons is available *once in each* period.
- Sort the **9 gray person cards** according the the letters on their backs (A, B or C), shuffle each 3 card set, and place them as a single face down supply next to the person cards, so that the three C cards are on the bottom of the stack, the three B cards are in the middle of the stack, and the three A cards are on the top of the stack. Each of these persons will be available just *once in the game.*

The players choose a **start player**, who takes **the bell-ringer**.

PREPARATION

Arrange the game board based on the number of players.

Place prestige tokens and coins next to the board as a supply.

Each player takes

- **1 trusted friend**
- **1 carriage**
- **4 influence markers**
- **4 messages**
- **9 action cards**
- **3 coins**
- **1 rat marker**



Lay out the person cards:

- **the 6 brown cards as a single face down stack**
- **the 9 gray cards as an organized face down stack** (on top A, then B, at bottom C)

start player takes the bell-ringer

Carriage house: the player executing this card, places one influence marker from *his* supply on the carriage house sector of his borough. Then, he moves his **carriage** from market place to market place *up to* as many market places *(his or other players')*, as the number of influence markers he now has in his carriage house sector.

The carriage always moves along the streets from one market place to the next *(i.e. a carriage cannot stop anywhere on a street nor in any sector in a borough; it may only stop at a market place)*. Several carriages may stop at the same market place, however. Also, a player can always choose to stop earlier and need not move his carriage the full movement allowed. If the market place where the carriage *stops* has a message (octagonal token), the player may take the token and immediately use its power: *either*

- take 1 prestige point *and* 1 coin *or*
- take 2 prestige points *and* 1 influence marker *or*
- take 3 prestige points *and* the option to move his rat marker 1 space back on the rat track *or*
- take 4 prestige points.



The player places collected message tokens face down in his play area. A player may not collect a second message of any color until he has collected a full set (1 of every color being used by players in the game). In a similar fashion, a player may not collect a third message of a color until he has 2 full sets, and so on.

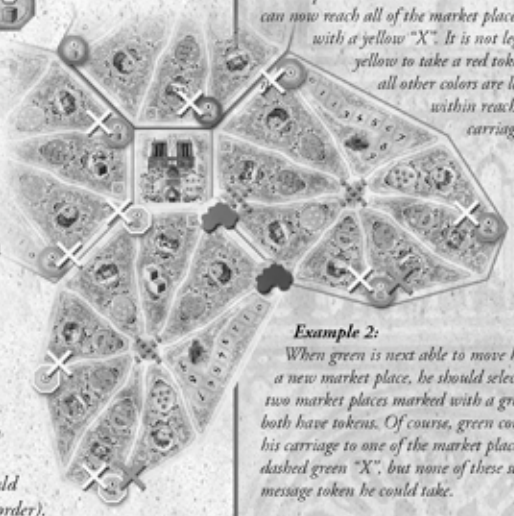
The only exception to this rules occurs when there are *no* message left on the board of a color he would need to complete a set. In this case, he need not collect the missing color.

Example: *Red, Violet, Blue, and Green are playing. Red has already collected a violet, a green, and a red message. The next message Red must collect is blue. After collecting a blue message, he can next collect any color, for example, he could immediately collect another blue (and then a red, a violet, and a green, in any order).*



Carriage House: carriage moves (cumulative) **and collects *different colored*** message tokens

Example 1:
With his first carriage move, yellow moves his carriage to the market place with the red token: "2 prestige points + 1 influence marker" and takes the red message token.
Next, he places a second influence marker in his carriage house and can move his carriage up to 3 market places distant. With his carriage, yellow can now reach all of the market places marked with a yellow "X". It is not legal for yellow to take a red token, but all other colors are legal and within reach of his carriage.



Example 2:
When green is next able to move his carriage to a new market place, he should select one of the two market places marked with a green ""X", as both have tokens. Of course, green could also move his carriage to one of the market places with a dashed green "X", but none of these still have a message token he could take.

Hotel: the player executing this card, places one influence marker from *his* supply on the hotel sector of his borough. If he now has 1, 2, or 3 influence markers on the hotel, then, he may *either* take *1* **gold coin** from the general supply, *or* take *1* of his **influence markers** from the general supply, *or* move his rat marker *1* space back on the rat track *(e.g. from space 4 to 3)*. If a player's rat marker is on space 0, he may not take this option.

From the 4-6 influence markers in his hotel, the player can do the action *twice*. That is, he can take two of the options or one option twice.

Example: *Mike executes the hotel card and adds his influence marker to the two influence markers already on his hotel space, giving him three. Then, he takes one gold coin from the supply. Of course, he could have taken one of his influence markers from the general supply or moved his rat marker back on his rat track instead. If Mike adds yet another influence marker to the hotel, making the total there four, he can then take, for example, 2 influence markers or two gold coins, or one influence marker and one gold coin, or one gold coin and move his rat marker back one space on the rat track, or...*



Hotel: either *1* coin or *1* influence marker or move the rat marker *1* space back on the rat track (after 4 influence markers *2 of these*)

Trusted friend: the player executing this card, places *no* influence markers. Instead, he places *his* trusted friend in *any* of the seven sectors of his borough *(but not on the harbor!)*. When the trusted friend is first placed in the borough, the player can place him on any sector (except the harbor). Later, the player must move him to a *different* sector (not the harbor) from where he currently stands. Then, the player executes the action associated with that sector, just as though the player had placed an influence marker there.

Example: *Bill executes the trusted friend card and places his trusted friend on his bank sector; as the sector already had two influence markers, Bill takes three gold coins from the supply.*

Note: the trusted friend counts as an influence marker wherever he is. Thus, when a player executes an action whose effect is based on the number of influence markers in a sector, the player counts the trusted friend, if it is there, as an influence marker.



Trusted friend: place in any sector and take the associated action.

Park: the player executing this card, places one influence marker from *his* supply on the park sector of his borough. Then, he move his rat marker *one* space back on the plague track (*regardless* of the number of influence markers he has in his park). If the player's rat marker is already on 0, the player does not move the marker. Having influence markers in the park will add bonus points to the number of prestige points a player gets for other things in the game. For each *two* (rounded down) infulence markers in the park, a player earns *one* additional prestige point *every* time he does something in the game to ~~earn p~~restige points.

If a player has just one influence marker in the park, he earns no bonus points; for 2 or 3 markers in the park, he earns one bonus point; for 4 or 5, he earns 2 ~~p~~oints, and so on.

Example:

1) Scott places a second influence marker in his park. He moves his rat marker back one space on his plague track, and that is all. He earns no bonus prestige points as he earned no prestige points for this action.
2) A bit later, Scott places a third influence marker in his residence, earning 3 prestige points for the 3 influence markers there + 1 bonus point for the park (2 influence markers there) = 4 prestige points.
3) Then, Scott hires the advocate (see extra page): as he has collected 5 messages, which earns his 6 prestige points (for the advocate) + 1 bonus point (for the park) = 7 prestige points.
4) A few rounds later, Scott now has 5 influence markers in the park. He executes a Notre Dame card (see below) and donates two gold coins. He earns 3 prestige points (for the donation) + 2 bonus points (for the park) = 5 prestige points.
5) At the end of the ninth round, Scott has 6 influence markers in the park. For his 2 influence markers in Notre Dame (see below), he earns 6 prestige points + 3 bonus points (for the park) = 9 prestige points.

Hospital: the player executing this card, places one influence marker from *his* supply on the hospital sector of his borough. Then, he moves his rat marker *one* space back on the plague track (*regardless* of the number of influence markers he has in his park). If the player's rat marker is already on 0, the player does not move the marker.
With influence markers in the hospital, the player can reduce the effect of plague on him in phase 5. *(for a complete description, see "The plague" below)*

Notre Dame: the player executing this card, places one influence marker from *his* supply on the Notre Dame sector in the middle of the board. Also, the player *must* donate *at least one and at most three* gold coins to the church, taking them from his play area and placing them in the supply. For this, he earns prestige points: 1 coin = 1 prestige point; 2 coins = 3 prestige points, and 3 coins = 6 prestige points.
If the player cannot or chooses not to donate gold, he may still play the card, but he may *not* place an influence marker on Notre Dame. A player may not donate more than 3 coins, nor place more than 1 influence marker when he executes this card. Of course, a player may execute the card as often as it is available to him and donate and place influence markers to the above limits each time.
Important note: at the end of each period (after every 3 rounds), players with influence markers on Notre Dame earn prestige points for the markers they have there. The players distribute the number of prestige points shown on Notre Dame (6, 8, 10 or 12) equally among the influence markers there. The players simply divide the number of prestige points to be distributed by the number of influence markers on Notre Dame and round the result down. Each player with influence markers on Notre Dame now takes this snumber of prestige points from the supply for each influence marker he has on Notre Dame. After all these players have received their share of the prestige points, all influence markers on Notre Dame are returned to the *general supply.*

Example: *in a game with 4 players, there are 10 prestige points to distribute from Notre Dame. At the end of a period, there are 2 green and 1 blue influence markers in Notre Dame. So, the players divide 10 by 3 and get 3 as the number of prestige points to be allocated to each influence marker in Notre Dame. Green earns 6 points and blue earns 3. Then all three markers are returned to the general supply.*



Park:
move rat marker *one* space back

For each 2 influence markers in the park: the player *always* earns *one* bonus prestige point.



Hospital:
move rat marker *one* space back

reduces the effect of plague
(5th phase)



Notre Dame:
1/2/3 coins donated and 1/3/6 prestige points received
(+ further prestige points at the end of the period)

At the end of each period:
prestige points (6/8/10/12) **distributed amongst those with influence markers on Notre Dame.**

Return all influence markers to the *general supply.*



Green = 6 prestige points
Blue = 3 prestige points

No influence markers in a player's supply?

If a player executes an action, but has *no* influence markers in his supply, he may, if he chooses, move an influence marker (*not* his trusted friend) from *any other* sector (or from Notre Dame) to the sector corresponding to the action he is executing. If the player cannot or chooses not to move an influence marker, he discards the card, but does *not* execute the action.
In other words: in order to execute an action, a player *must* place one of his influence markers in the corresponding sector *(either from his own supply or, if that is empty, from some other place on the board, but never from the general supply).*

Example: *Peggy wants to execute the Notre Dame card, but has no influence markers in her supply. She chooses to move an influence marker from her hospital to Notre Dame so she can execute the action. She chooses an amount to donate and executes the action.*

If a player has no influence markers in his supply, he may move one from another sector in his borough.

The plague

As the fifth and last phase in each round, the players determine the plague value of the round and mark that amount on their plague tracks. The plague amount is the sum of the rats pictured on the 3 person cards for this round. Thus, players know at the beginning of the round what effect the plague will have and can take actions to reduce the effect if they choose. Each player moves his rat marker forward on his plague track in his harbor sector a number of spaces equal to the sum of the rats pictured on the cards. Every player is subject to the same effect, whether they hired a person or not, but may reduce that effect if they have taken actions to do so.

The sum of the rats pictured on the 3 person cards is the plague value for this round.

Each player moves his rat marker forward based on the plague value...

reduced by the number of infulence markers and trusted friends in his hospital.

If a player has his trusted friend or influence marker(s) in the hospital, he reduces the amount of the plague effect, for himself only, by the number of influence markers plus the trusted friend, if it is there. The player actually subtracts the amount of the reduction from the plague amount before moving the rat marker. By doing so, it is possible for the player to reach a negative number and, therefore, move his rat marker backwards (*but never below 0*) on the rat track, instead ~~of~~ forward.



Example: *in a game with 3 players, the plague value for a round is 2 + 0 + 1 = 3.*

- *Anna has 2 influence markers in her hospital. Her rat marker is on space 4. Anna moves her rat marker one space forward (3 - 2) to space 5.*
- *Scott has no influence markers in his hospital. His rat marker is on space 6. Scott moves his rat marker 3 spaces forward (3 - 0) to space 9.*
- *Todd has 3 influence markers and his trusted friend in his hospital. His rat marker is on space 5. Todd moves his rat marker back one space (3 - 4) to space 4.*

Gradually, the players' rat markers move forward, some more quickly than others. Whenever a player would have to move his rat marker *beyond space 9 (the number of spaces beyond plays no role!)*, the following occurs:

- He places his rat marker on space 9 of his rat track *(never further).*
- He returns 2 prestige points from his play area to the supply.
- He removes 1 influence marker from the sector with the most *influence markers* and returns it to the *general* supply.

  The trusted friend is counted when determining the sector with the most influence markers, but may not be removed. If sectors tie for the most, the player chooses which.

Whenever a player would move his rat marker beyond space 9:

- **places his rat marker on space 9**
- **loses 2 prestige points**
- **returns 1 influence marker to the *general* supply** (from sector with the most)

Example: *in the 5th Phase of the next round after the above example, the new plague value is 7.*

- *Anna still has 2 influence markers in her hospital. Her rat marker is on space 5. Anna moves her rat marker 5 spaces forward (7 - 2), but stops at space 9, as she cannot go past 9. As she was to move her rat marker past space 9, she also returns 2 prestige points to the supply and removes 1 influence marker from her sector with the most, returning it to the general supply.*
- *Scott still has no influence markers in his hospital. His rat marker is on space 9. Scott moves his rat marker 7 spaces forward (7 - 0), but stops on space 9 as he cannot go past 9. As he was to move his rat marker past space 9, he also returns 2 prestige points to the supply and removes 1 influence marker from his sector with the most, returning it to the general supply.*
- *Todd now has just 1 influence marker and his trusted friend in his hospital. His rat marker is on space 4. Todd moves his rat marker forward 5 spaces (7 - 2) to space 9.*

Note: round by round a new plague value is added to each players rat track, so that the place of the rat on the rat track tends always toward 9. Any player who neglects the health of his sector will lose 1 influence marker and 2 prestige points in each round that his rat marker would move beyond 9 on the rat track.
While this penalty does not guarantee that such aplayer will lose, it certainly will not help his cause!

the nine gray cards (A, B, or C on their backs)

the three cards for period A



By hiring the **city guard**, the player takes *one* prestige point for *each* of his influence markers (and his trusted friend) in all of his 7 sectors and in Notre Dame.



By hiring the **night watchman**, the player takes *one* prestige point for *each empty* sector in his borough. To be empty, a sector can have no influence markers and no trusted friend.
The harbor and Notre Dame are not considered.



By hiring the **Bishop**, the player takes one of his influence markers from the *general* supply and places it in any *empty* sector in his borough (not Notre Dame), and executes the corresponding action.

the three cards for period B



By hiring the **guild master**, the player takes *two* prestige points for *each* of his sectors (not Notre Dame) where he has *at least* two influence markers (including his trusted friend).



By hiring the **beggar king**, the player takes *one* prestige point for each space *beyond* his rat marker.
Example: *Bill's rat marker stands on space 4 of his plague track. He earns 5 prestige points (for the five spaces 5, 6, 7, 8, and 9).*



By hiring the **advocate**, the player takes *three* prestige points for each *two* messages the player has collected so far.
Example *Peggy has collected 5 messages. She earns 2 x 3 = 6 prestige points.*

the three cards for period C



By hiring the **Lady of the Court**, the player takes *one* prestige point for *each* influence marker in the sector in his borough that has the most influence markers (including the trusted friend).
Example: *in Anna's carriage house and in her guest house she has 5 influence markers, which tie for the most in any sector. Anna earns 5*



By hiring the **mayor**, the player takes *three* prestige points for *each* of his sectors (not Notre Dame), in which he has *at least* three influence markers (including the trusted friend).



By hiring the **carpenter**, the player takes *one* prestige point for *each* of his seven sectors (not Notre Dame), in which he has *at least* one influence marker (or trusted friend).